

DUELING RULESET

For German Historical Fencing: Applications Classes

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Abstract

This document outlines the regulations and definitions for a “Dueling” style tournament ruleset. Students are encouraged to apply the skills and techniques they have learned during classes, practice mindful fencing, and have a little fun along the way.

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Overview

Fencers are randomly placed in single-point exchange round-robin pools.

Each exchange runs for a maximum of two minutes, or until a member of the Ring Staff observes a valid halting action (valid touch, penalty, safety concern, etc.).

Through the exchange of valid touches, Fencers can accumulate:

- Points For, awarded for touches made against opponents.
- Points Against, given for touches from opponents.
- No Score, if time expires with no valid touch made.
- Penalties, for engaging in prohibited activities.

When a Judge or Ring Boss observes a valid touch, HALT is called, stopping all ring activity. Fencers return to their corners.

The Ring Boss asks the Judges to display the appropriate flag semaphores, and make a determination regarding the outcome of the match. Match results are recorded and the next match begins.

When appropriate, recorded match results are posted weekly.

The Exchange

Registered Fencers are randomly placed in single-point exchange round-robin pools.

- When called, the Fencers report to their assigned corners.
- The Ring Boss checks for readiness with the Table, Judges, and Fencers.
- Each exchange runs for a maximum of *two minutes*, or until a member of the Ring Staff observes a valid halting action. At this time, “Halt!” is called; the Fencers return to their corners.
- Judges and Ring Boss discuss and announce their decision:
 - If no valid exchange ending actions occurred, fencers will be asked to continue fencing.
 - If a valid exchange ending action as occurred, Ring Boss announces their decision and scores are recorded.
- Next exchange begins.

Scoring Halting Actions

Points For

Positive values added to a Fencer’s overall score, awarded (+1) for a *valid touch*, or (+1) if their opponent commits a *penalty*.

Points Against

Negative values added to the Fencer’s overall score, caused by *Doubles*, *After-Blows*, and *Penalties*.

Null Points

A score of zero (+0), is added to both fencers when in the case of a legal time expiration or non-penalty invoked suspension of the match.

Final Score

Your final overall score is your total number of points for, minus the total of your points against and twice the number of your doubles.

Final Score = Points For – (Points Against+(Doubles*2))

Point Criteria

Criteria of a Valid Touch

A valid touch is meaningful contact using the active part of a weapon to cut, slice, or thrust a touch against a valid target.

Depending on the active rulesets, particular grappling, take-down, or disarming actions count as a valid touch. This will be discussed on each tournament day.

Valid & Invalid Targets

Any portion of the opposing Fencer’s head, torso, arms, hands, and legs not defined as an Invalid Target. Any tournament can choose to reduce the Valid Target range (ex: only strike to the hands count.)

Invalid Targets are deemed such for safety concerns and include: the groin, spine, and back of the head.

The Floor is also an invalid target. Hitting the floor as part of an Over-Swing on an ATTACK; *incidental contact during a parry are not considered a penalty*.

Afterblows & Double-Hits

Afterblows

A fencer strikes their opponent as a result of an action started before or within reasonable timing of the Ring Meister calling “Halt!”.

Double-Hit

Two fencers make a valid touch on each other within a similar timing

There is no priority. Both these actions are scored in the same manner: a score of negative one (–2) for both fencers.

Hitting the Floor

Hitting the floor as part of an Over-Swing on an ATTACK is a halting action. It results in a Null (+0) score for the fencer who struck the floor, and a single Point For (+1) their opponent.

IMPORTANT NOTE: Incidental contact and hitting the floor during a parry or block are not considered a halting action.

Penalties

Are halting actions that results in a minus three (–3) points Against offending Fencer and a Point For (+1) score for their opponent.

1. Striking at the opponent after “Halt” is called outside reasonable tempo for an after-blow.
2. The intentional striking of an invalid target.
3. Uncontrolled Overrunning — Fully Outside the Ring in a way that implies lack of control.
4. Unnecessarily Aggression; use of “force” or “power” deemed inappropriate by judges.
5. Insulting Attitude and Behavior (during or between matches / match resets).
6. Illegal Take down, disarm, or grapple as specified by rule set in place.
7. Tournament Specific Penalties.

Suspendible Actions

Are prohibited and/or disruptive actions that result in immediate expulsion from the Tournament and zeroing of scores. The Ring Meister or Event Staff may Suspend a Fencer for excessive aggressiveness or violation of the GEMAC Code of Conduct. Please don’t be a dick.

Judging

Head Judge / Ring Boss / Ring Meister

Controls the flow of the exchanges happening in their assigned ring. May halt action at any time. Consults with judges on calls. Has final discretion over all matters.

Ring Judge

Observes exchanges for halting actions.

Archivist

Records scores, keeps notes, oversees schedule, helps control the administrative side of the ring.

Calling Halting Actions

During an exchange, if a judge observes an exchange halting action, they loudly call “HALT!”, which is often echoed by the Ring Boss.

On the call of “HALT!” fencers are expected to cease all activity and return to their corners.

Once the fencers have returned to their corners of the ring, Ring Boss asks the judge(s) to display flag semaphores regarding their call.

The Ring Boss will often ask the judges to recount what the witnessed, and discuss if there are conflicting observations.

After such a discussion the Ring Boss will announce the resulting outcome of the match based.

Judge Flag Semaphores

			
Standard Posture	Valid Point: Red	Valid Point: White	Valid Point: Red & White
			
Renunciation / No Valid Point	Decision of Penalty		

Flag semaphores

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